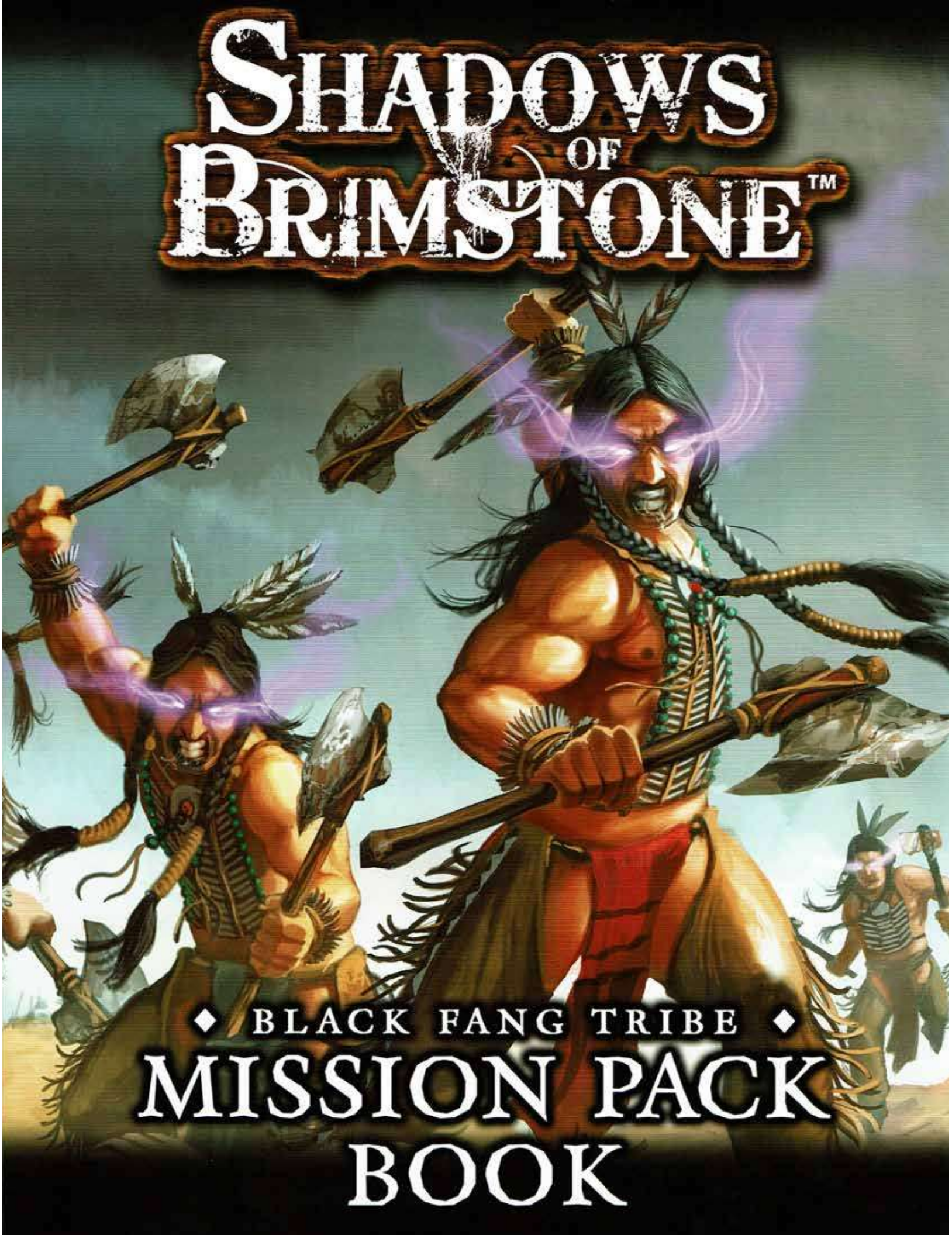
Shadows of Brimstone™



◆ BLACK FANG TRIBE ◆

MISSION PACK BOOK

Shadows of Brimstone™

Black Fang Tribe Mission Pack

By Jason C. Hill

Tribal drums echo through the desert canyons and dark clouds fill the night sky as eldritch green lightning crackles in the air. A storm is coming. Of rage and death and ancestral fury! Crazed by the power of the Dark Stone they consume, the Black Fang Tribe descend from the hills to massacre those they deem weak. In the name of the dark and vengeful elder spirits they worship, these outcast braves raid and pillage the frontier towns and Indian villages throughout the cursed lands near Brimstone. Through blood and fear, they feed their addiction to the black rock, collecting bones as trophies for their dark gods!

GAME CONTENTS

- 1 Full-Color 12 page Adventure Book
- 6 Plastic Black Fang Tribe Enemies (30mm Bases)
- 1 Unique Objective Room Map Tile
- 1 Double-Sided Enemy Record Sheet
- 1 Enemy Theme Adventure Card
- 1 Reference Card
- 3 Darkness Cards
- 4 Mine Artifact Cards
- 3 Gear Cards
- 12 Black Fang Mine Encounter Cards
- 8 Threat/Epic Threat Cards
- 5 Card Black Fang Trait Deck
- 6 Card Black Fang War Chants Deck
- 1 Mine Map Card
- 1 Blasted Wastes Map Card
- An assortment of Die-cut Counters

OVERVIEW

This Mission Pack Expansion introduces a new Enemy Type - the *Black Fang Tribe*! Several new Missions are included, focusing on these Dark Stone-crazed tribal warriors, as they perform grisly rituals and brutal attacks to appease their dark spirits!

New Objective Room Map Tile

This Mission Pack Expansion includes a new Unique Room for the Mines, that is themed as a Black Fang *Void Dance Chamber* Objective Room. There is a new Map card for this Map Tile that can be mixed into your Mine Map Deck. On the reverse side, there is an *Altar of the Beast* Map Tile, as well as a Map card that can be mixed into your Blasted Wastes Map Deck for use while exploring the sulfurous, alien deserts of the *Blasted Wastes* OtherWorld.

New Cards

This set includes new cards for several existing decks (Gear, Mine Artifacts, Darkness, etc.), as well as new decks for Black Fang *War Chants* and Enemy Traits for the *Black Fang*, as well as an Adventure Card for playing Black Fang Themed Adventures.

New Missions

There are 4 new Missions in this Mission Pack Expansion, each themed around different aspects of the new Enemies.

New Enemies

As the focus of this Mission Pack, this set includes 6 *Black Fang Tribe* - Fearsome Indian outcasts that worship dark spirits and are crazed addicts, crushing up and consuming Dark Stone to absorb its power! These Enemies are mounted on 30mm bases.

Tribal Relics

These markers represent spiritual Indian relics and are used as objectives for some Missions.

Dark Stone Markers

A supply of extra Dark Stone markers has been included as the Black Fang Tribe Enemies also use Dark Stone against the Heroes.

Black Fang Altars

These markers take up 2 spaces on the board and are used as objectives for the Heroes to find in some Missions.

Story Character Markers

These markers can be used for certain Missions when a Story Character is traveling with the Heroes or is being searched for.

War Shaman

The Black Fang **War Shaman** is a deadly fighter and a powerful spellcaster, using **War Chants** to call down storms and enhance the other Enemies in the Fight. This marker can be used to mark one of the *Black Fang* Enemies as a **War Shaman**, or can be used as an additional Enemy in its own right, in place of a model.

ENEMY THEMED ADVENTURES

One of the main features of this Mission Pack Expansion is to allow your Heroes to have Adventures themed around this new Enemy Type.

Adventure Card

An **Enemy Theme** Adventure Card is included in this set, detailing the rules for making any Mission into a *Black Fang* Themed Adventure. This card has a **Black Fang Theme Icon** on it. As noted on the card, you may use this Adventure Card with any existing Mission, but there is a limit of 1 Enemy Theme Adventure Card in use at a time (if you have other Mission Pack Expansions, etc).

Some Missions always use this Adventure Card (as listed in the Special Rules for the Mission).

Enemy Themed Encounters

This Mission Pack also includes a set of Mine Encounter cards that have the **Black Fang Theme Icon** on them. This is a special set of 12 themed Encounters that can be mixed into your normal Mine Encounter Deck, or are pulled out to form a special *Black Fang* Encounter Deck when playing a **Black Fang Enemy Theme Adventure** (using the Adventure Card).

As listed on the Adventure Card, whenever you draw one or more Encounters (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, also draw 1 Black Fang Encounter.

Common Enemies

Another aspect of the Enemy Theme Adventure Card is having the Heroes face off against the themed Enemy Type more frequently.

As noted on the Adventure Card, any time you would draw a Threat Card (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, the Heroes must face a group of the Themed Enemies instead (as listed on the Adventure Card).

Note that if this Adventure Card is added to a Mission that already has *Common Enemies* as a Special Rule, always roll for the Enemy Theme first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

Trait Cards

Trait cards are used to give a particular Enemy Type more diversity, and often a bit more danger, each time you encounter them. These are used as part of the Enemy Theme Adventure Card, but may also be used in normal play with this new Enemy Type, if you want more variety.

This Mission Pack contains a set of Trait cards for *Black Fang Tribe* Enemies. As noted on the Adventure Card, any time you would encounter one of these Enemy Groups, roll a D6. On the roll of 1, 2, or 3, draw one Random Trait card from that Enemy Type's set and apply it to them.

Each Trait card lists the bonuses granted to the Enemy Group, as well as any bonus XP the Heroes get for defeating/damaging that Enemy (this works just like bonus XP for Elite Enemies).

An Enemy Group may only have 1 Trait Card in play on them at a time.

USING THIS MISSION PACK

The new Enemies and Missions in this expansion are heavily themed for the *Black Fang Tribe*, and can be great for adding some fun new narrative and a little extra challenge to your games.

Advanced Difficulty

The new Enemies and Missions are also intended to be a bit more advanced, and with a slightly higher difficulty, than the *Shadows of Brimstone* Core Sets. For this reason, any starting Hero (one that has never gone on an Adventure) that takes part in a Mission from this Mission Pack, or a Mission using the Enemy Theme Adventure Card, is allowed to choose up to 3 starting **Side Bag Tokens** (generally from *Bandages*, *Whiskey*, or *Dynamite*) instead of only 1. However, they may not take more than 2 of any particular type.

Linked Missions

The Missions included in this Mission Pack may be added individually to your Heroes continuing Adventures, or may be played through in order, as a themed narrative of linked Adventures.

BLACK FANG TRIBE

The Black Fang are brutal tribal warriors that have split off or been banished from their original tribes, due to their worship of dark and sinister spirits. With no home or spiritual leaders to guide them, these corrupt braves have formed their own tribe, devoted to death and war, and lust for the untamed ecstasy of dark magik coursing through their veins! Crushing up and consuming raw Dark Stone to absorb the full strength of its power makes their eyes burn with an unnatural energy and it has stained their teeth and lips dark purple, giving rise to their new name...the Black Fang Tribe!

Fanatical Dark Stone Addicts

The Black Fang have become addicted to the supernatural power of the black rock surging through their bodies. As Fanatics, their ***Endurance*** limits the number of Wounds they can take from each Hit, while their ***Wild Attack*** ability allows them to unleash their Dark Stone induced fury on all that stray too close!

Dark Stone Pool

The *Black Fang*'s ***Crazed From Dark Stone*** ability gives the group a Pool of Dark Stone markers when they enter play. This Dark Stone is consumed by individual Black Fang Enemies during the Fight, whenever they roll one or more 6s against a target, to gain extra Hits on that target.

Each *Black Fang* Enemy may only consume 1 Dark Stone against any given target Hero per Attack, regardless of how many 6s they roll *To Hit* against that Hero. The same Enemy model, however, may consume up to 1 Dark Stone against each Hero it attacks during its Activation (using its *Wild Attack* ability).

Because of this, it can be important the order in which the Enemy models attack in (as it is possible that all of the Dark Stone markers in their Pool may be consumed before all of the Enemies have made their attacks). The Heroes may choose in what order the *Black Fang* Enemies roll and resolve their attacks.

War Shaman

The Black Fang ***War Shamans*** are brutal warriors that have been touched by the spirits, granting them supernatural power unleashed through dance, chanting, and consumption of powdered Dark Stone in heavy quantities (even for the Black Fang). These great warriors are chosen by the gods, be they elder leaders of the tribe or fierce braves, still raging with the bloodlust for battle!

A ***War Shaman*** is usually found as part of an Epic Threat card, or for certain Missions, but may also be found, on occasion, among the ***Common Enemies: Black Fang*** encountered through the Adventure Card. A marker is provided that can be placed next to one of the normal ***Black Fang*** Enemies to show that he is a ***War Shaman***. For increased difficulty, you may use the ***War Shaman*** marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The ***War Shaman*** is a normal ***Black Fang*** Enemy, with the following extras:

- Has **Double** the base **Health** and **Combat**
- **Tough** (Immune to Critical Hits)
- Adds an extra (P) of **Dark Stone** to the *Black Fang*'s **Dark Stone Pool** at the start of the Fight.
- At the start of his Activation each turn, casts a Random ***War Chant***.
- XP changes to (XP) = 10+5 each

Black Fang War Chants

The *Black Fang Tribe* consume Dark Stone to gain supernatural strength and abilities. ***Black Fang War Shamans*** use this power to perform terrifying **War Chants** as a form of dark, tribal magik.

When a **War Chant** is cast, shuffle the ***War Chant*** deck and draw one **Random** card to be cast this turn. Note that there is no discard pile for this deck, and all of the cards should be shuffled each time, before drawing a **War Chant**.

Some **War Chants** require the consumption of Dark Stone from the *Black Fang*'s Dark Stone Pool to cast. If there are not enough Dark Stone in the Pool when a **War Chant** is drawn, discard it and draw a new **War Chant** to be cast instead.

Black Fang War Chants
Shadows of Brimstone
All Black Fang Tribe are +1 Combat this turn, and their Melee Attacks are +1 Damage for each Dark Stone in the Pool at the start of their Attack (max +5).
Consumes 1 Dark Stone from the Pool

NEW MISSIONS

The *Black Fang* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D8 Roll	Black Fang Missions
1-2	Blood Harvest
3-4	Rain Dance
5-6	Tribal Relics
7-8	The Vengeful Spirit

Black Fang Mission 1

BLOOD HARVEST

Raiding local towns and farmsteads, the Black Fang have been rounding up townspeople and dragging them off into the hills. It is said that screams can be heard echoing through the canyons at night as the crazed Black Fang perform their forbidden rituals of blood and death to appease their dark gods. While this tribe is on the loose, no one is safe from their wrath... for the Blood Harvest has begun!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

You will also need the *Void Dance Chamber* Objective Room Map Tile. Remove the *Void Dance Chamber* Map Card from the **Map Deck**.

Place **3 Story Character Tokens** near the Depth Track to represent some of the Townsfolk that have been taken.

Mission Goal

Within the Mines, the Black Fang Tribe are sacrificing innocent townsfolk to their dark gods. The Heroes must reach them as fast as possible, before all of the captives are killed.

Special Rules

Enemy Theme - Black Fang Adventure

This Mission always uses the Enemy Theme Adventure card for a *Black Fang Adventure*.

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

Blood Sacrifice

Each time the Heroes find a **Clue** Icon, they have discovered the mutilated remains of one of the Townspeople, killed by the Black Fang as a blood sacrifice to the dark spirits! Each Hero takes **D6 Horror Hits**, and you must draw a **Growing Dread** card and add it to the stack!

Also, roll a D6 (Grit may not be used). On the roll of 1 or 2, remove one of the Story Character Tokens from the Depth track and add an extra **Growing Dread** card to the stack.

Objectives

Finding the Void Dance Chamber

When the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes have found the Door leading to the Objective Room! **If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but** Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the *Void Dance Chamber* Map Tile to the final Door as the Objective Room, and place an Exploration Token on it as normal.

The Final Fight

At the end of the first turn in which one or more Heroes is on the *Void Dance Chamber* Map Tile, reveal the Exploration Token on the *Void Dance Chamber*.

Ignore all information on the final Exploration Token except for whether it is an **Encounter** type token or an **Attack** type token (note that the *Growing Dread* token is also an Encounter).

If the token is marked as **Encounter**, the Heroes are not too late to stop the final human sacrifices! Resolve all **Growing Dread** cards in the stack and then the Heroes must face the *Common Enemies: Black Fang Tribe* (as found on the Adventure Card). These *Black Fang* always have a *Black Fang Trait* card.

If the token is marked as **Attack**, the Heroes are too late and the Black Fang have made enough Blood Sacrifices to complete the ritual! Roll a D6 for every Growing Dread card in the stack. On each roll of 1, 2, or 3, also draw a Darkness card! Then, reveal all **Growing Dread** cards in the stack as normal and the Heroes must face an **Ambush Attack** with the *Common Enemies: Black Fang Tribe* (as found on the Adventure Card). These *Black Fang* always have a *Black Fang Trait* card and gain a free Elite ability, strengthened by the ritual.

Once all of the Enemies on the board have been defeated, the Mission is successfully completed.

Reward

If the Heroes stopped the ritual (the Exploration Token in the Final Fight was marked as Encounter), each Hero gains **D6x$100** as reward for bringing so many Townsfolk back alive. Otherwise, each Hero gains **25 XP** and may remove **D3 Corruption Points** for avenging the fallen townsfolk.

Failure

If the Mission is failed, the Black Fang Tribe completes their blood harvest and the Heroes are cursed! Each Hero adds an extra Travel Hazard when Traveling to the next Town and, while in that Town, Heroes must subtract 1 from all rolls on Town Location Event Charts (to a minimum of 2).

Black Fang Mission 2

RAIN DANCE

Storm clouds gather overhead, growing darker and more ominous by the moment. A powerful wind sweeps over the land and the tribal drums and chanting of the Black Fang echo through the canyons in the distance! The Black Fang have set up altars and are performing a corrupted rain dance to summon a storm from the Void!

Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to a ***T-Junction*** Map Tile (if you have the *Canyons* World, use the ***Canyons Entrance*** and *T-Junction Passage* instead). All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Remove a **T-Junction** Map Card from the **Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *T-Junction*.

Before the Adventure begins, choose any 2 Exploration Tokens that have a **Clue** Icon on them and remove them from the stack for this Mission.

Mission Goal

The heroes must find and destroy 2 of the **Black Fang Altars** to prevent the oncoming storm!

Special Rules

Enemy Theme - Black Fang Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Black Fang Adventure***.

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Void Storm

At the start of each turn, place 1 Sanity marker by the Depth Track (or 2 if the Darkness is in the center Stage of the track, or 3 if the Darkness is in the last Stage of the track). Whenever a Darkness card is drawn, also take all Sanity markers currently on the Depth Track and distribute them to the Heroes as Sanity Damage (ignoring Willpower), divided between them as they see fit (if you can't decide, the Hero with the Lantern may choose).

Eldritch Lightning

Any time a Depth Event is rolled (doubles on the ***Hold Back the Darkness*** roll), instead of the normal result, one Random Hero is struck by a bolt of Eldritch Lightning as the air crackles with purple sparks of energy! That Hero immediately takes a number of Wounds equal to the double rolled (ie - a roll of double 3s would do 3 Wounds), ignoring Defense, as well as a number of **Corruption Hits** equal to your **Hero Level**. This DOES NOT apply to rolling a double 6 Depth Event, which is treated as normal (usually a bonus for the Heroes).

Objective Dread

For this Mission, any ***Growing Dread*** cards currently in the stack are resolved and then discarded when each of the 'Dread Objectives' below are discovered.

Objectives

Finding a Black Fang Altar (Dread Objectives)

Each time the Heroes find a Clue Icon, they have discovered one of the **Black Fang Altars** as a *Dread Objective*. Ignore any Doors listed on the Exploration Token. Place a **Black Fang Altar** marker in the back, left-most 2 spaces of the Map Tile (similar to Enemy placement).

Encounters/Attacks on the Exploration Token are resolved as normal. In addition, roll a D6. On the roll of 1, 2, or 3, the Altar is guarded by Enemies - draw a Threat card (also rolling to see if they are *Common Enemies*, as per the Adventure Card).

Dark Stone Totem

Each **Black Fang Altar** is a Dark Stone Totem of one of the sinister Dark World Spirits that the Black Fang worship. When a **Black Fang Altar** is found, roll a D6 to see which spirit bonus the Altar grants to **all Enemies** while it is in play:

D6	Dark World Spirit Bonus
1	**Black Hawk** - +1 Initiative and +2 Move.
2	**Scorpion** - Any Hero that takes 1 or more Wounds during an Enemy Group's Activation also gains 1 Poison marker (Re-roll if you do not have the rules for *Poison*).
3	**Spectral Buffalo** - +2 Health
4	**Treacherous Crow** - +1 Damage on all Attacks.
5	**Savage Wolf** - +1 Combat.
6	**Demon of the Dark** - All Enemies gain an extra Fear (2) - A Hero starting adjacent takes 2 Horror Hits.

Destroying a Black Fang Altar

A **Black Fang Altar** blocks movement through both of its spaces, but not Line of Sight.

Any Hero adjacent to a **Black Fang Altar** may give up their Attack for the turn (even when not in a Fight) to choose any one of their Skills (Lore, Cunning, etc.) and make a **Skill 6+** test to work on Destroying the **Black Fang Altar** (it can be fun to announce how your Hero is using their chosen skill to tear down the **Black Fang Altar**). For each 6+ rolled, place a marker by the **Black Fang Altar** and gain **10 XP**. To Destroy a **Black Fang Altar**, the Heroes must collectively place a number of these markers on it equal to:

The Hero Posse Level +2 per Hero

Once a **Black Fang Altar** has enough markers on it, it has been Destroyed and is removed from the board.

When the Heroes have found and Destroyed both of the **Black Fang Altars**, (and there are no Enemies on the board) the Mission is successfully completed.

Reward

Each hero gains **D6x$50** and **D3 Dark Stone**.

Failure

If the Mission is failed, the Void Storm sweeps over the land destroying the nearby Towns. The Heroes must proceed directly to the next Adventure without visiting Town and each Hero gains **D3 Corruption Points**, ignoring Willpower.

Black Fang Mission 3

TRIBAL RELICS

Approached by a group of Indian shamans on the road into town, they tell you of two ancient and powerful relics of their tribe that have been lost in OtherWorlds. "For generations, our tribe has been guided by the Spirits through these relics of our people. Now we fear that, although the ancestors have given us visions of where these Relics can be found, our old enemies, the Black Fang, are also seeking them. You must help us! If the Black Fang steal our relics, it will destroy our tribe!"

Set Up

This Mission starts with the *Mine Entrance* Map Tile leading directly to a ***T-Junction Passage*** Map Tile. Place a ***Gate*** End Cap on both of the Exits from the *T-Junction Passage*. All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Remove a *T-Junction Passage* Map Card from the **Mine Map Deck**.

Place one of the 2 **Tribal Relic** markers next to <u>each</u> open Gate. These are the **Tribal Relics** that the Heroes are trying to recover from those OtherWorlds.

Mission Goal

The Heroes are racing to recover 2 Tribal Relics that have been lost in OtherWorlds. They must find these Relics before the Black Fang do!

Special Rules

Limited Exploration Stacks (4) (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take **1 Random Clue Icon** Token and **3 Random non-Clue Icon** Tokens and shuffle them together without looking to form a face down stack of <u>4 Exploration Tokens</u>. Place one of these stacks next to each open Doorway on the board at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, it always counts as having a Clue Icon.

Tribal Relics

Each Tribal Relic has a global effect while the Heroes are in the World that it resides in, as follows:

<u>Dreams of the Void</u> - All Enemies in this World gain the ***Nightmarish*** Ability (For every **Hit** done by this Enemy, the Hero also takes 1 Horror Hit).

Also, while the Lantern is in this World, whenever a **Depth Event** is rolled while ***Holding Back the Darkness***, 1 Random Hero takes a number of Horror Hits <u>equal to</u> the current space of the Darkness marker on the Depth Track.

<u>Amulet of Beasts</u> - All Enemies in this World gain a free Elite ability.

Also, while the Lantern is in this World, the ***Hold Back the Darkness*** roll needs to be <u>one higher</u> than normal to succeed each turn.

Enemy Theme - Black Fang Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Black Fang Adventure***.

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed after Set Up, instead place a normal Door.

Objective Dread

For this Mission, any ***Growing Dread*** cards currently in the stack are resolved and then discarded when each of the 'Dread Objectives' below are discovered.

Objectives

Finding a Tribal Relic (Dread Objectives)

Each time the Heroes find a Clue Icon, they have discovered the location of the **Tribal Relic** in that World. Ignore any Doors listed on the Exploration Token. Encounters and Attacks on the Exploration Token are resolved as normal. Also, roll a D6. On the roll of 1 or 2, the Heroes must face an Attack from the ***Common Enemies: Black Fang Tribe*** (as found on the Adventure Card), that are also there to hunt down the Relic.

When all Encounters/Attacks here are complete, the Heroes collect the **Tribal Relic**. Each Hero may immediately Recover 1 Grit <u>or</u> Heal D6 Health/Sanity (any mix). The Tribal Relic's global effects continue to be active as long as the Heroes are in that World.

Once the Heroes have collected both **Tribal Relics** and all of the Enemies on the board have been defeated, the Mission is successfully complete.

Reward

Blessed by the Spirits, each Hero gains 1 Sanity (or 2 Sanity if *Tribal*).

Failure

If the Mission is failed, the Heroes are cursed by the Spirits! Each Hero must immediately roll once on the Mutation Chart.

Black Fang Mission 4

THE VENGEFUL SPIRIT

The Black Fang have become more bold of late, striking out to raid settlements and convoys much larger than they normally dare to hit. Survivors of these raids, though there are few, speak of a powerful, supernatural champion leading the Black Fang braves into battle. Covered from head to toe in pure white war paint and wielding the power of the gods, this terrifying warrior is said to be unstoppable!

Consulting the local Indian Tribes, they tell you the legend of Ump'Quari; an ancient and vengeful deity worshipped by the Black Fang. They believe that a powerful War Shaman has used the magik of the Dark Stone to become possessed by Ump'Quari, now an instrument of his divine wrath! He has sworn to hunt down and destroy outsiders, ushering in a new age of Darkness upon the world!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes must find 3 Clues to hunt down the *Black Fang War Shaman* that has been possessed by Ump'Quari!

Special Rules

Wealth of Dark Stone (Set Up)

The Black Fang Tribe have set up in this area because it is rich with Dark Stone. At the start of the Mission, place 2 **Dark Stone** markers on each space of the Depth Track that is not a **Blood Spatter** or **Growing Dread** space.

Whenever the Hero Posse marker moves onto a space of the Depth Track with Dark Stone on it, remove that Dark Stone and each Hero may gain 1 Dark Stone.

Whenever the Darkness marker moves onto a space of the Depth Track with Dark Stone, remove that Dark Stone and place it in a pile next to the Depth Track. The next time the Heroes fight the *Black Fang Tribe* during this Adventure, add this pile of Dark Stone to the *Black Fang's* Dark Stone pool.

Enemy Theme - Black Fang Adventure

This Mission always uses the Enemy Theme Adventure card for a *Black Fang Adventure*.

Revenge of Ump'Quari

Whenever the Heroes find a **Clue Icon**, a surge of Darkness erupts as the *War Shaman* grows in power. Immediately draw a **Darkness** card, as well as a **Growing Dread** card to add to the stack.

Objectives

The Third Clue

When the Heroes find the third **Clue Icon**, they have found the *War Shaman* that has been possessed by Ump'Quari! Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**, selected from only those that include a *Black Fang War Shaman*.

Avatar of Ump'Quari

The *War Shaman* that has been possessed by Ump'Quari has gained new power from the joining! He gains the Keyword **Demon** and his *Crazed From Dark Stone* ability is replaced with:

> **Vengeance Strike** - Any time the *War Shaman* rolls a 6 *To Hit*, that Hit ignores Defense and Armor, and a Dark Stone marker is added to the *Black Fang's* Dark Stone pool.

Note that even though the *War Shaman* loses his *Crazed From Dark Stone* ability, the *Black Fang Tribe* Enemy Group still comes into play with a pool of Dark Stone, as normal.

Once the War Shaman and all other Enemies on the board have been defeated, the Mission is successfully completed.

Reward

Each Hero gains **50 XP** and **D6 Dark Stone**, recovered from the rich deposits near the Black Fang camp.

Failure

If the Mission is failed, the Avatar of Ump'Quari leads a massive attack, sweeping across the countryside and razing every town and farmstead in the area, to the ground! The Heroes may not visit a Town, but must proceed directly to the next Adventure. Each Hero also takes 3 **Corruption Hits**.

ENEMY OVERVIEW

Black Fang Tribe

Their lips and teeth permanently stained dark purple from the raw, crushed Dark Stone they eat, the Black Fang Tribe have become addicted to having the power of the Void flowing through their veins. Unleashing their full fury in battle only drives their hunger deeper.

It is not uncommon for members of the Black Fang Tribe to have their bodies begin to break down from the long-term and excessive exposure to the raw Void energy of the Dark Stone they ingest. This can cause internal mutations that spread and grow to the point of bursting them apart from the inside out. It can also cause their minds to decay and warp until they are so deranged that they attack anything in sight, with the only thought left in their rotted mind, to feed the unending hunger...for more Dark Stone!

FAQ AND CLARIFICATIONS

Q) When an Enemy Group of *Black Fang Tribe* says that it 'includes' a ***War Shaman***, is that an extra model or does one of the normal *Black Fang Tribe* become a ***War Shaman***?

A) This is intended to mean that one of the existing *Black Fang* models becomes a ***War Shaman***. For extra challenge though, you can play it as adding an extra model that is a ***War Shaman***.

Q) Sometimes the new Enemies in this set are referred to as '*Black Fang*', but on their Enemy Record Sheet they are called '*Black Fang Tribe*'. Are these the same thing?

A) Yes. Calling them *Black Fang* is simply short hand for their full name, *Black Fang Tribe*.

Q) The *Hallucinations* Encounter card is listed as 'Remains in Play'. How often do you have to make the listed Skill test?

A) With Remains in Play cards like this (unless stated otherwise in the card's text), the bold text is what 'Remains in Play' with a continuing effect, while the Skill test is only resolved once when the card is drawn.

Q) On the *Trophy Room* Encounter card it says 'Ambush Attack!' at the end. What attacks you?

A) Draw a Threat card, as normal, to see what attacks you.

Q) On the *Trophy Room* Encounter card, what if no Heroes choose the Search test? Is there still a chance for an Ambush Attack?

A) No. Heroes cannot fail the test if they do not choose to take the test.

Q) The War Chant *Blood Rain* is keyword ***Weather***. If I am immune to ***Weather*** effects, how does that work?

A) You can't be selected as the Random Hero, and you are not affected, even if you are within 2 spaces of the Hero that is the target.

Q) Does the *Decayed Minds* **Black Fang Trait** also affect a *War Shaman*?

A) Yes. If the 'effect' that would be doubled upon his death is a **War Chant** that consumed a Dark Stone, treat this as though the same War Chant was just cast twice.

CREDITS

Game Design - Jason C. Hill

Graphic Design and Layout - Jack Scott Hill

Town Board Illustration - Matthew Morgaine

Art Direction - Jack Scott Hill

Illustrations - Brian Snoddy, Mariusz Gandzel, and Ben Wootten.

Box Cover Illustration - Mariusz Gandzel

Rules - Jason C. Hill

Mission Design - Jeremy Hill, Jason C. Hill

Miniature Concept Art - Brian Snoddy

Miniature Sculpt - Daniel Samuelsson

Miniature Photography - Breanna Morgan

Miniature Painting - Jack Scott Hill

Playtesters - Jeremy Hill, Lisa Konopacki, Mary Beth Magallanes, Sharon Adler, Rolfe Bergstrom, Ellian Opheim, Karl McClain, Marivic Gozum, Breanna Morgan, Daniel Samuelsson, and many others.

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Contact Info / Web Info
WWW.FLYINGFROG.NET

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SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Black Fang models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

PAINTING GUIDE

BLACK FANG TRIBE

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).

2) Base coat the skin with *Light Flesh*.

3) Base coat the pants, bracelets, and axe straps with *Desert Yellow*.

4) Paint axe heads, feet, hair, and loincloth with a mix of *Spirit White* and *Shadow Black*.

5) Paint the axe handles with *Leather Brown*.

6) Paint chest emblem with a mix of *Shadow Black* and *Tentacle Blue*.

7) Wash axe heads, feet, hair, and loincloth with *Dark Tone Ink*.

8) Wash all other areas with *Soft Tone Ink*.

9) Paint base *Shadow Black*.

10) Highlight axe heads, feet, hair, and loincloth with a mix of *Spirit White* and *Shadow Black*.

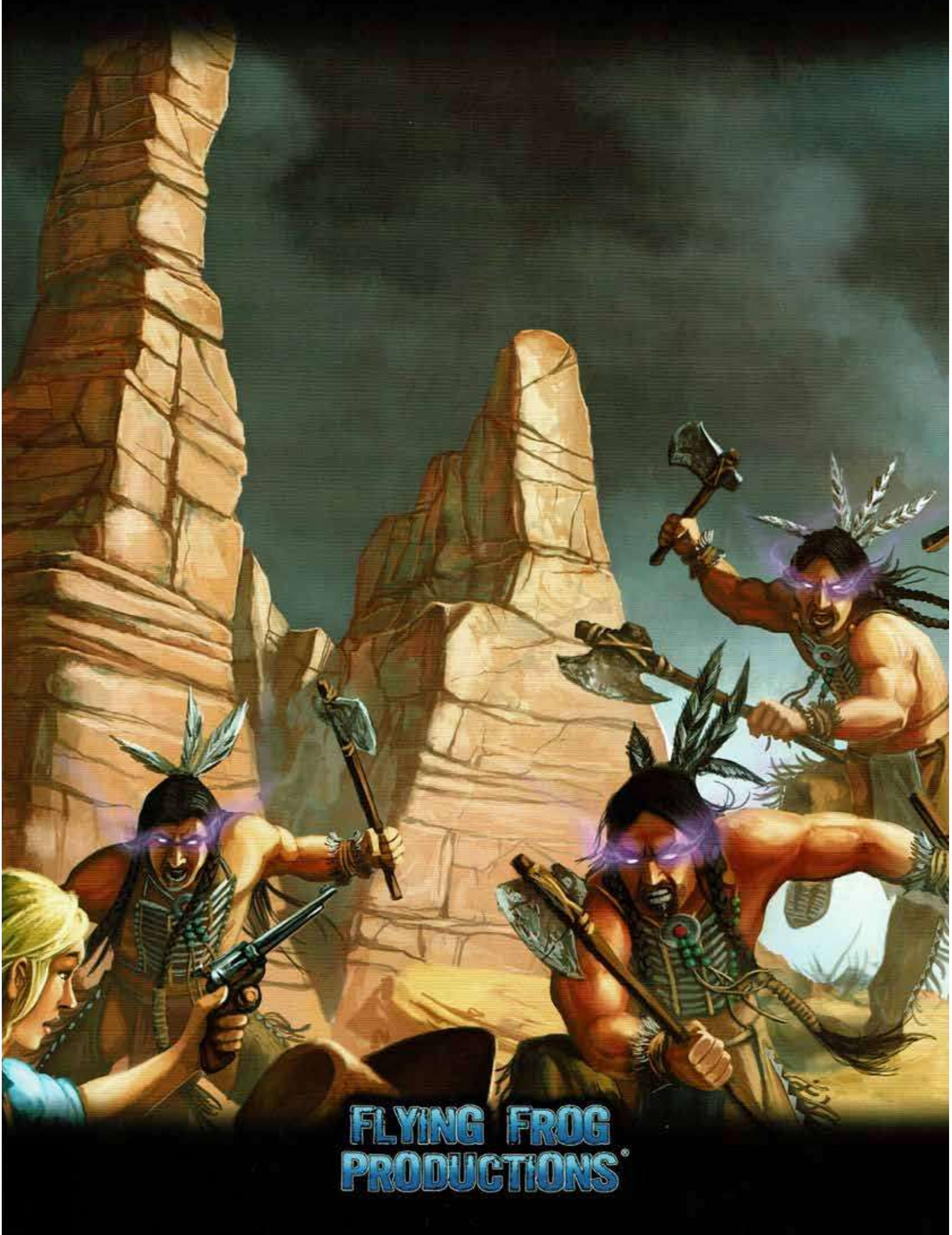
11) Highlight skin with *Light Flesh*.

12) Paint eyes with *Spirit White*.

13) Paint dark stone stains on mouth with *Dark Stone Purple*.

14) Highlight chest emblem with *Tentacle Blue*.

15) Finish by adding tribal design detail on loincloth with a light mix of *Spirit White* and *Shadow Black*.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